



British Columbia Wildfire Service, as part of their wildfire risk management planning is embarking on a project to develop burn probability mapping for the province. This project will use the burn probability software called [Burn P3](#).

Burn-P3 (probability, prediction, and planning) is a spatial fire simulation model that is used for land-management planning and wildland fire research. It uses the [Prometheus](#) fire-growth engine to simulate the ignition and spread of a very large number of fires. The inputs to Burn-P3 consist of fuels (e.g., vegetation), topography, weather, and patterns of fire ignitions. Its main output is a surface of fire probabilities or burn probability map.

This project is being completed in partnership with Natural Resources Canada. Natural Resources Canada is currently completing Burn P3 for all of Canada. The partnership that was developed is the sharing of spatial datasets to ensure consistency within the two products (national and provincial). The biggest difference in the two products will be spatial resolution (national – 250m and provincial - 50m).

Currently the project is in the data acquisition and manipulation phase with hope of the first areas being completed in early September. The timeline for completing the entire province is Spring of 2020.

The next phase of the project will be the development of burn probability for the province using a climate change scenario for a point in the future.

The burn probabilities products will be used to help plan for mitigation of wildfire threat and risk to communities, values at risk and landscape planning for resource management.

Further information on this project or other detail, please contact Chris Hodder chris.hodder@gov.bc.ca or Dana Hicks dana.hicks@gov.bc.ca.